

Key Artist: Paolo Uccello

- Born on the 15th June 1397, in Prato Vecchio, Italy.
- Died on 10th December 1475.
- He was a famous painter, who was best known for amazing **perspective** in his work.
- His famous artwork includes;
 - Saint George and the Dragon (below)
 - The Battle of San Romano
 - The Hunt in the Forest
 - The Miracle of the Desecrated Host
- Saint George and the Dragon shows the legend of Saint George and the slaying of a dragon. Saint George therefore rescues the Princess.
- Saint George and the Dragon was painted between 1504-1506.

Key Vocabulary:

Perspective – A way to draw objects on paper that gives the sense they are 3D. Also means the objects in the foreground and background are the correct size.

Paolo Uccello – A famous Artist in the 15th Century.

Shape – Lines or strokes to create parts of the picture.

Detail – Small parts of a picture, which add extra information.

Artist – A person who creates painting or drawings as a profession or hobby.

Scale – Each part of a picture or painting is drawn to a correct size, compared to other parts of the picture.

Shadow – A dark area or shape.

Sketch – A rough or unfinished drawing/painting, often made to assist in making a more finished picture.

Key Artwork:

Saint George and The Dragon

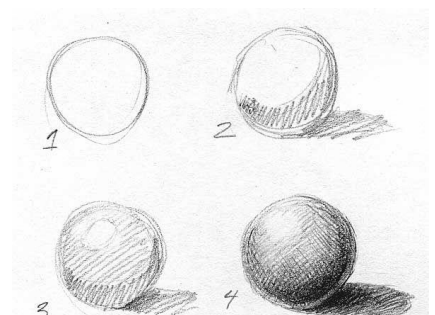


Dragon Artwork



Key Skills:

- Know how to make notes in sketchbooks about techniques used by artists.
- Know how to use sketchbooks to adapt and improve original ideas.
- Learn how to use line, shape and colour to represent figures and forms in movement and know how to show reflections.
- Learn how to work on scale and proportion.
- Learn how to identify and draw the effect of light.



Key Information:

- Anglo-Saxons villages are normally circular in shape and include many natural resources such as wood, wattle-and-daub and water.
- The houses were huts made with wood and thatched roofs.
- Their villages often included cattle such as cows and pigs.
- In the centre of the village was The Great Hall.

Key Vocabulary:

Structure – A building or other object constructed from several parts.

Village – A group of houses and building.

Resources – A supply of materials used to create something.

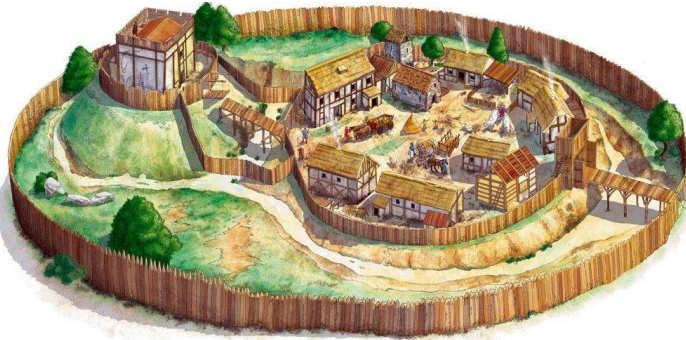
Natural Resources – Resources which are made naturally by the Earth (Water, Wood etc.)

Design – A plan or drawing to show what something will look like before it is made.

Evaluate – Make a judgement about something, thinking about what is good and what can be improved.

Reinforce – Strengthen or support an object with extra materials.

Key Artwork/Designs:



Key Skills: Design, Make, Evaluate.

- To use your knowledge of the layout and resources available in order to design an effective Anglo-Saxon village.
- Apply your understanding of how to strengthen, stiffen and reinforce more complex structures.
- To understand and use electrical systems in their products (for examples, switches, bulbs, buzzers and motors).
- To reflect and evaluate your work, thinking about its strengths and things you could improve upon.
- Children know how to use a variety of materials.
- Children know how to make informed choices about the 3D technique chosen.
- Children know how to make a simple papier-mâché object.